

# THE LABYRINTH



**HOME BREW**

Become the maze with this warlock subclass  
for the world's greatest roleplaying game





# OTHERWORLDLY PATRON

At 1st level, a warlock gains the Otherworldly Patron feature. Here is a new option for that feature: the Labyrinth.

## THE LABYRINTH

As a warlock in oath to this patron, you are wrought with the fear of a child in the oily dark of their own home; you understand the truth behind it. For, to be a warlock bound by such a thing, you must understand that there is something in that dark, that terrible dark, waiting, *conniving*. Perhaps, it is a curse from centuries past, or a rotting corpse of memories, or an ill-found artefact full of malevolence. But, maybe, just maybe... it is the very walls themselves, angry with lesions deeper than their width, with rooms that are naught but gnawing, churning stomachs.

Known to a cautious few as the Labyrinth, your patron is a winding mass of corridors, antechambers, and sudden drops that seem to have a volition against normalcy. The reasons behind their pacts are nebulous and hard to grasp. In some worlds, this place was man made, an infinite prison that was infected by the vile nature of its inhabitants. In others, it is the wretched machinations of a home once loved left forgotten, given access to an empty plane - only to sprawl endlessly. Whatever the case, a warlock who binds themselves to these beings manipulate the daily deal we make to place ourselves in the jaws of a beast for protection, hoping that it will not snap down on us; be wary of the ground you stand on.

## EXPANDED SPELL LIST

The Labyrinth patron has a list of spells associated with it. When you reach certain levels in this class, you learn one spell of your choice from the spells presented. A spell learned this way counts as a warlock spell for you, but it doesn't count against the number of warlock spells you know. If either spell is not already on the warlock list, it is added to the warlock spell list for you.

Spells above 5th level are instead granted as a bonus Mystic Arcanum for the relevant level.

Class Level	Spells
1st	<i>catapult, earth tremor</i>
2nd	<i>earthbind, immovable object</i>
3rd	<i>meld into stone, erupting earth</i>
4th	<i>lost*, stone shape</i>
5th	<i>wall of stone, passwall</i>
8th	<i>maze</i>

*\*the spell lost is listed further ahead on page 4 of the document*

## STONEWORK CONNECTION

Starting at 1st level, you learn the mold earth cantrip, which counts as a warlock cantrip for you. Additionally, you may cast this cantrip using your bonus action rather than your action and the scale of its effects (area size) are doubled.

## BIGGER ON THE INSIDE

At 1st level, your patron gives you access to a small portion of its ever-growing space. As a bonus action on your turn, you may target a creature up to 60ft away from your position and force them to make a Wisdom saving throw against your spell save DC, a willing creature automatically failing. On a failed save, you can either expand or condense the target's physical reality:

**Expand.** All movement types of this creature are halved, and any ranged spell or weapon attacks they make are also halved in range.

This effect lasts until the end of your next turn. To outside viewers, the affected creature actions stay the same, but cross areas either unnaturally slowly or quickly. You may use this feature a number of times equal to your proficiency bonus and regain all uses upon finishing a short or long rest.

## BRUTAL(IST) ARCHITECTURE

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At 6th level, taking on the purposed malignancy of your patron, you are able to convince the material world that your foes deserve its ire. Whenever you deal bludgeoning damage with a weapon attack or spell, you may choose to add a number of d8 equal to your proficiency bonus to the damage roll, the area around them pelting them with debris. Once you use this feature, you may not use it again until you finish a short or long rest.

## FLOOR SUPPORTS

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At 10th level, you have begun to subconsciously alter material around you, able to push or pull out small portions of surfaces to aid you. While conscious, you cannot be forced into the Prone condition, using small pillars to keep yourself upwards. Additionally, you gain a climbing speed equal to your movement speed, manipulating walls in ways such as creating quickly crumbling stairs or self-moving slabs, while leaving your hands free.

## NON-EUCLIDEAN PASSAGE

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At 14th level, as an action, you can touch a doorway and mark it as a passage start. Following this, you may touch a *different* doorway within 5 miles of the first as a passage end, linking the two. A doorway counts as a hole leading into a separate area with a suitably opaque door, hatch, or similar dividing the threshold. Anything that moves through a linked doorway appears at its linked counterpart, no matter the circumstances. If one door is locked by means such as *arcane lock* or blocked by a bar, then its counterpart is as well.

You may only have one passage link active at a time and may only create one once every long rest.

## ART

### RIFT STAIRS

Samuele Zardinoni

### INTO THE DARK

Nick Stath

### THE FACILITY

Tarmo Juhola

### BLAME!

Tsutomo Nihei

### MINOTAUR CONCEPT

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### LABYRINTH CONCEPT

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## CREDITS

- Written by [/u/Kit\\_Kit\\_Fall\\_In\\_Love](#)
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## YOUR PACT BOON

Though closely related in unfamiliar natures to patrons such as Great Old Ones, the Labyrinth is especially peculiar. The following are ideas for the nature of each boon as a warlock of the Labyrinth:

**Pact of the Chain.** In some Labyrinths, the lucky minority who have escaped from its depths often describe a horrific screaming noise. Though it can be chalked up to the coarse grinding of walls as they shift, your patron may genuinely contain monsters, granting you an amalgam of its dwellers: the **minitaur**.

**Pact of the Blade.** Your pact weapon may resemble the weapon of a stone statue, intricate masonry hidden by decades of moss. Alternatively, your weapon could mirror the actions of the Labyrinth, such as a blocky warhammer, head constantly phasing through itself or revolving like a puzzle cube.

**Pact of the Tome.** Labyrinths, whether invented or born, often have warnings - frequently useless - carved into their walls. Your Book of Shadows could reflect this, resembling a slab of stone inscribed with fluctuating phrases or runes.

## ELDRITCH INVOCATIONS

At 2nd level, a warlock gains the Eldritch Invocation feature. The following invocations have been added as options for the Labyrinth patron. Your DM can lift this restriction to better suit the campaign if these invocations are also appropriate for a different Otherworldly Patron.

If an eldritch invocation has a prerequisite, you must meet it to learn the invocation. You can learn the invocation at the same time that you meet its prerequisite. A level prerequisite refers to your level in this class.

## GUIDING CLEW

*Prerequisite: the Labyrinth patron*

You've experienced the worst of the worst when it comes to being lost, your patron being the very definition of the word. You are unable to be lost, even if magically.

## MAZE-LIKE MIND

*Prerequisite: the Labyrinth patron*

It is difficult to maintain straightforward thoughts under the employment of a Labyrinth. When you must make a saving throw against being Charmed, Frightened, or influenced by other means, you may add your Charisma modifier to your roll.

## NAVIDSON'S SOLILOQUY

*Prerequisite: 7th level, the Labyrinth patron*

You can cast *banishment* at will without using a spell slot or components. When cast in this way, your target is always sent to your patron's abode, which counts as a separate plane. You may not cast this spell again until you finish a short or long rest.

## YOU GET THE HORNS

*Prerequisite: the Labyrinth patron, Pact of the Chain feature*

If your Pact of the Chain familiar is a minitaur and it is killed by a creature, you gain advantage on attack and damage rolls against the creature. This effect ends at the end of your next turn.

## REMODEL

*Prerequisite: the Labyrinth patron, Pact of the Blade feature*

When you hit an attack with your pact weapon, you may force a creature to make a Constitution saving throw against your spell save DC. On a failure, you may choose a body part of the creature and fleetingly shift it, dealing an additional 1d10 of damage and causing it to unequip/drop any items on that part. Once you use this feature, you may not do so again until you finish a short or long rest.

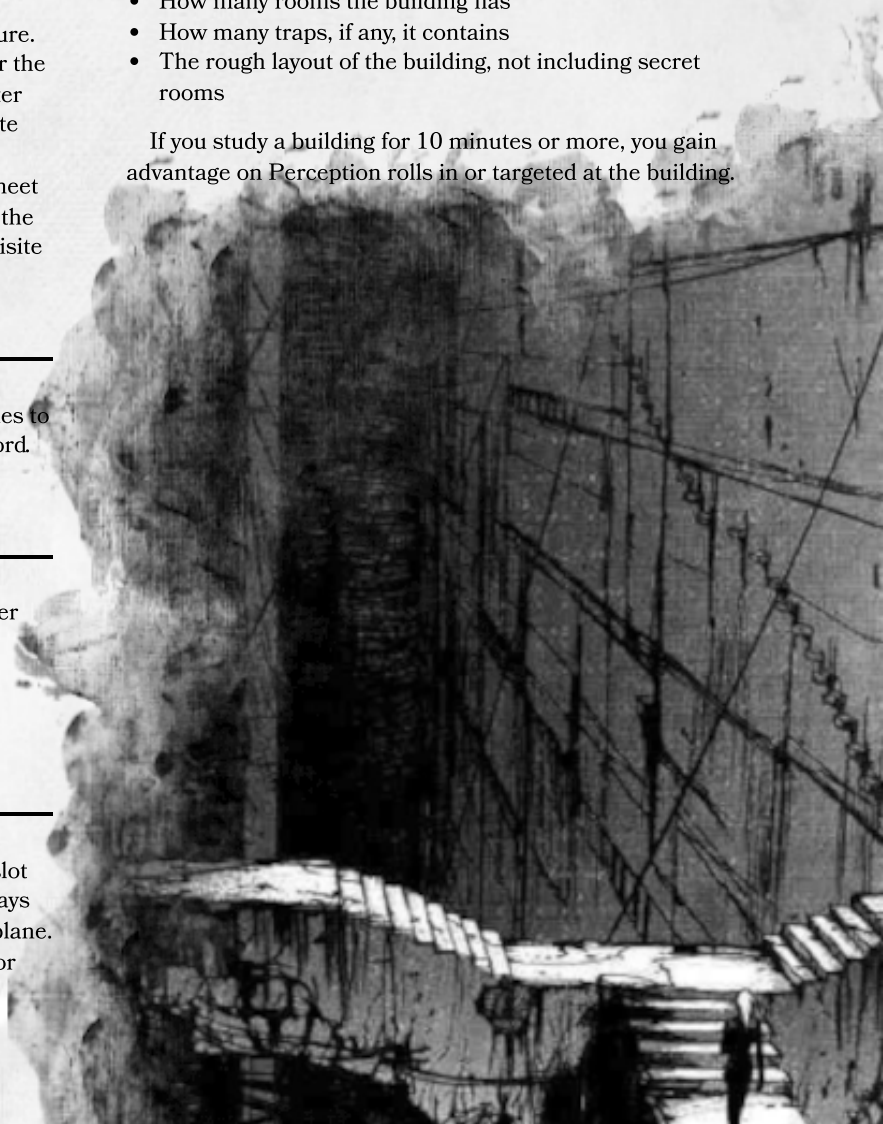
## OMNISCIENT BLUEPRINT

*Prerequisite: the Labyrinth patron, Pact of the Tome feature*

Within your Book of Shadows lies every possible configuration of a building, your patron having created it before and again forever. You may study the interior or exterior of a building you can see for 1 minute while holding your Book of Shadows, at the end of which you learn the following:

- How many rooms the building has
- How many traps, if any, it contains
- The rough layout of the building, not including secret rooms

If you study a building for 10 minutes or more, you gain advantage on Perception rolls in or targeted at the building.





NEW SPELL

LOST

4th-level illusion

Casting Time: 1 action

Range: 120ft

Components: V, S, M (a broken compass)

Duration: Concentration, up to 1 minute

For a brief duration, you call upon the spirits of the lost and afraid, of those who adventured but failed, of those who succumbed to the environment, and force someone else to experience their last moments, causing them to make a Wisdom saving throw. On a failed save, the creature becomes utterly convinced that they are in an inescapable area, such as a freezing mountaintop or a bombed-out wasteland, and becomes Incapacitated from fear.

At the start of each of the target's turns, they must make another Wisdom saving throw. On a success, the spell ends. On a failure, they must immediately use all of their movement searching for an escape, ignoring danger, the direction corresponding to a d4 roll:

d4	Direction
1	north/up
2	east/right
3	west/left
4	south/down

In addition, the creature takes 2d12 psychic damage at the end of their turn, their mind turning their imaginary conditions real.

**At Higher Levels.** When you cast this spell using a spell slot of 5th or 6th level, the psychic increases to 3d12. When you use a spell slot of 7th level or higher, the damage increases to 4d12.

ADDITIONAL PACT FAMILIARS

The following familiars are provided as additional choices for warlocks who have chosen the Pact of the Chain feature.

MINITAU

Labyrinths, fickle beings with even more fickle reasoning, thrive on the fear of their what and why - or rather - their lack thereof. Sentient creatures, however, are uncomfortable subscribing to such doctrine, so they assign logic to these places, imposing the personality of prison upon it. When enough people believe in such a thing, believe there is a monster within even if untrue, a minitaur is fashioned.

MINITAU

Tiny monstrosity, chaotic evil

Armor Class 12 (natural armor)

Hit Points 21 (5d4 + 3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	8 (-1)	15 (+2)	12 (+1)

Skills Athletics +5, Intimidation +5, Perception +4

Damage Immunities psychic

Condition Immunities exhaustion, frightened, petrified

Senses darkvision 60 ft., passive Perception 16

Languages Abyssal

Challenge 1 (200 XP)

**Breakdown.** The minitaur can spend 1 minute ramming its body against a wall no greater than 5ft long to create a hole large enough for a medium creature to fit through while prone. Upon finishing its work, the minitaur takes 2d4 bludgeoning damage.

**Powerful Build.** The minitaur counts as one size larger when determining carrying capacity and the weight it can push, pull, and lift.

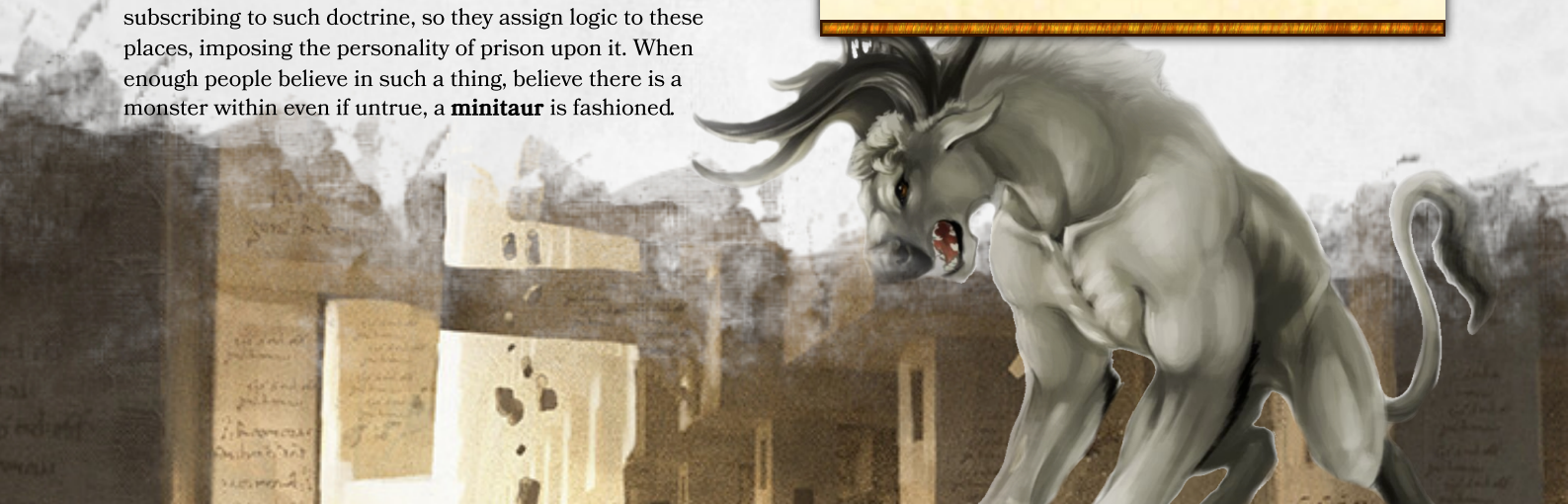
**Looming Shadow** The minitaur is able to cast a shadow much larger than its actual size, turning bright light into dim light or dim light into darkness if it stands in or directly next to the light's source.

**Labyrinthine Recall.** The minitaur can perfectly recall any path it has traveled and is able to carve primitive maps with its horns.

Actions

**Gore.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (3d4 + 3) piercing damage.

**Echoing Scream (Recharges after a Short or Long Rest).** The minitaur lets loose an otherworldly screech. Creatures of its choice within 10ft that can hear it must succeed on a DC 13 Wisdom saving throw or become frightened of it until the end of its next turn.







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